Document(s)	Country	Japan
	Publication No.	Japanese Patent Application laid-open No. Hei 5-217346
	Publication Date	August 27, 1993
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	Title of the Invention	MUSIC DEVICE

THE PARTIAL TRANSLATION OF NOTICE OF REJECTION

FOR JAPANESE PATENT APPLICATION NO. 2000-029841

・ claim 1 (citations 1 and 2)

In Fig. 1 of the citation 1, it is disclosed that medley section output end timing of first music coincides with bridge data output start timing, and that medley section output start timing of second music coincides with bridge data output end timing. If "medley section", "preceding part of the start timing of the medley section", "subsequent part of the end timing of the medley section" and "bridge data" in citation 1 are related to "main part", "preamble", "post-amble" and "connection music" in present application, respectively, the invention in the claim 1 of the present application could easily have been made by a person with ordinary skill in the art to which the invention pertains.

Also, the invention in the claim 1 of the present application could easily have been made by a person with ordinary skill in the art when considering citation 2.

- claims 2 and 3 (citations 1 to 3)

It is well known that cross-fading technology which restricts output volume suitably is available in order to link a plurality of music pieces smoothly (refer to citation 3, for example). It is within the ordinary creative activity expected of a person skilled in the art to apply this technology to the bridge data in citation 1 or the method in citation 2 to connect phrases.

- claims 4 to 6 (citations 1 to 5)

It is well known to perform a control which changes gradually on the basis of tempo of preceding and subsequent pieces of music (refer to citations 3 to 5, for example). Therefore it is within the ordinary creative activity expected of a person skilled in the art to comprise as described in claims 4 to 6 in the present application.

- claims 7 and 8 (citations 1 and 2)

A person skilled in the art can suitably determine length of music at connecting portion (bridge data and phrase).

- claim 9 (citations 1 to 5)

Claim 9 is rejected for the same reason described in "claims 4 to 6".

- claims 10 to 12 (citations 1 to 3)

In citations 1 and 2, it is not specifically described how to switch music data. However, for a person skilled in the art, it is within the ordinary creative activity to perform switching data by controlling output volume, when referring to citation 3 and so on. Accordingly, the

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invention in claims 10 to 12 in the present application could easily have been made by a person with ordinary skill in the art.

· claim 19 (citation 6)

In claim 19, "a game program distribution device for distributing" predetermined program is described. However, "distributing" only expresses a function inherent in a program distribution device. Further, in SUMMARY OF THE INVENTION, "distributing" is not defined as "keeping distributing". Therefore, "distributing" is understood to be "able to distribute".

Accordingly, a game program distribution device in claim 19 of the present application is not clearly different from a game program distribution device in citation 6, thus the invention in claim 19 of the present application could easily have been made by a person with ordinary skill in the art when referring to citation 6 (it is obvious that a game program distribution device in citation 6 is able to distribute random game programs).

· claims 21 to 23 (citations 1 to 5)

It is within the ordinary creative activity expected of a person skilled in the art to apply the invention given in citations 1 to 5 to well-known music games as "Beatmania (trademark)" and "Dance Dance Revolution (trademark)" and so on. Further, when considering well-known music games, the inventions described in claims 22 and 23 could have been easily made.

· claim 24 (citations 1 to 5 and 7)

In citation 7, it is described to determine music to be output next from a plurality of pieces of music based on random numbers.